

CLAIM AMENDMENTS

1. (Previously Presented) A method comprising:

receiving, at a client device for presentation to a user, a plurality of temporally non-contiguous portions of a streaming media file, wherein:

temporally non-contiguous portions consist of portions of a received streaming media file that are not adjacent to one another in terms of temporal presentation of content of the non-contiguous portions during playback, and

at least a first and a second of the temporally non-contiguous portions of the received streaming media file are encoded at different bit rates, wherein the first and second non-contiguous portions comprise video data and wherein a third non-contiguous portion comprises audio data; and

storing the plurality of temporally non-contiguous portions of the received streaming media file in a single cache file on the client device, wherein the act of storing comprises:

creating, at the client device, a plurality of media cache streams, each media cache stream being associated with a unique bit rate;

storing the first non-contiguous portion in a media cache stream associated with the bit rate of the first non-contiguous portion;

storing the second non-contiguous portion in a media cache stream associated with the bit rate of the second non-contiguous portion; and storing, by the client device, the media cache streams in the cache file.

2. (Original) A method as defined in claim 1, wherein the first and second non-contiguous portions comprise video data.

3. (Canceled)

4. (Original) A method as defined in claim 1, wherein the cache file is stored in non-volatile memory.

5. (Canceled)

6. (Original) A method as defined in claim 1, wherein the act of storing comprises:

creating a first media cache stream associated with the bit rate of the first non-contiguous portion;

storing the first non-contiguous portion in a media cache segment of the first media segment stream;

creating a second media cache stream associated with the bit rate of the second non-contiguous portion;

storing the second non-contiguous portion in a media cache segment of the second media cache stream;

creating a byte cache index segment and a byte cache data segment for each media cache segment; and

storing the byte cache index segments and the byte cache data segments in the cache file.

7. (Previously Presented) A method comprising:

creating, at a client device, a plurality of media cache streams, each media cache stream being associated with a unique bit rate;

receiving, at the client device for presentation to a user, a plurality of temporally non-contiguous portions of a streaming media file, two or more of the temporally non-contiguous portions being encoded at different bit rates, wherein:

temporally non-contiguous portions consist of portions of a received streaming media file that are not adjacent to one another in terms of temporal presentation of content of the non-contiguous portions during playback, and

each temporally non-contiguous portion is associated with a unique temporal section of the streaming media file;

storing each temporally non-contiguous portion in a media cache segment of a media cache stream associated with a bit rate at which the temporally non-

contiguous portion was encoded, at least two of the temporally non-contiguous portions being stored in media cache segments in different media cache streams; and

storing, by the client device, each of the media cache streams in a single cache file.

8. (Original) A method as defined in claim 7, wherein the act of storing comprises:

creating a byte cache index segment and a byte cache data segment for each media cache segment; and

storing the byte cache index segments and the byte cache data segments in the cache file.

9. (Original) A method as defined in claim 7, wherein the act of storing comprises:

creating a byte cache index segment and a byte cache data segment for each segment; and

serializing the byte cache index segments and the byte cache data segments in the cache file.

10. (Original) A method as defined in claim 7, wherein the cache file is stored in a non-volatile manner.

11. **(Previously Presented)** A system comprising:

a client device comprising:

- a processor;
- a data storage module;
- a caching module operable to receive and store a plurality of temporally non-contiguous portions of a streaming media file for presentation to a user, the streaming media file including different data types, in a cache file in the data storage module, two or more of the plurality of temporally non-contiguous portions being encoded at different bit rates, wherein:

the caching module comprises processor executable code;

and

the caching module is operable to:

- create a plurality of media cache streams, each media cache stream being associated with a streamed media data type and a streamed media encoded bit rate;
- store each temporally non-contiguous portion of received streamed media data as a media cache segment in a media cache stream associated with the streamed media data type and a streamed media encoded bit rate of the temporally non-contiguous portion;

parse each media cache segment into a byte cache index segment and a byte cache data segment; and store the byte cache index segments and the byte cache data segments in the cache file.

12. (Original) A system as defined in claim 11, wherein the data storage module comprises a non-volatile data storage device.

13. (Canceled)

14. (Currently Amended) A system as defined in claim 11, wherein the caching module comprises:

a media cache module operable:

to store each of the plurality of temporally non-contiguous portions as [[a]] the media cache segment in one of [[a]] the plurality of media cache streams; and

parse each media cache segment into [[a]] the byte cache index segment and [[a]] the byte cache data segment.

15. (Currently Amended) A system as defined in claim 11, wherein the caching module comprises:

a media cache module operable to:

store each of the plurality of temporally non-contiguous portions as [[a]] the media cache segment in one of a plurality of media cache streams, each media cache stream being associated with a different bit rate; and

parse each media cache segment into [[a]] the byte cache index segment and [[a]] the byte cache data segment; and
a byte cache module operable to store the byte cache index segments and the byte cache data segments in the cache file.

16. (Currently Amended) A system as defined in claim 11, wherein the caching module comprises:

a media cache module operable to:

create [[a]] the plurality of media cache streams, each media cache stream being associated with a unique bit rate; and

store each temporally non-contiguous portion as [[a]] the media cache segment in [[a]] the media cache stream associated with [[a]] the bit rate at which the temporally non-contiguous portion was encoded; and

parse each media cache segment into [[a]] the byte cache index segment and [[a]] the byte cache data segment; and

a byte cache module operable to:

store the byte cache index segments and the byte cache data segments in the cache file.

17. **(Original)** A system as defined in claim 11, wherein the two or more of the plurality of temporally non-contiguous portions include a first video portion encoded at a first bit rate, a second video portion encoded at a second bit rate, and an audio portion, and wherein the first video portion, the second video portion, and the audio portion are stored in different media cache streams.

18. **(Currently Amended)** A system as defined in claim 11, wherein:

the streaming media file includes different data types; and

the caching module is operable to:

~~create a plurality of media cache streams, each media cache stream being associated with a streamed media data type and a streamed media encoded bit rate;~~

~~store each temporally non-contiguous portion of received streamed media data in a media cache stream associated with the streamed media data type and a streamed media encoded bit rate of the temporally non-contiguous portion; and~~

store the media cache streams in the cache file.

19. **(Canceled)**

20. (Currently Amended) A system as defined in claim 11, wherein the caching module is operable to:

store each of the plurality of temporally non-contiguous portions as [[a]] the media cache segment in one of [[a]] the plurality of media cache streams; and create a segment/stream map specifying the media cache segment and stream in which each temporally non-contiguous portion is stored; and ~~parse each media cache segment into a byte cache index segment and a byte cache data segment.~~

21. (Previously Presented) A computer-readable storage medium, wherein the medium is not a signal, having computer-executable instructions for performing acts comprising:

storing, at a client for presentation to a user, a plurality of temporally non-contiguous portions of a streaming media file received from a streaming media source in a cache file, each of the plurality of temporally non-contiguous portions being encoded at a different bit rate, wherein the act of storing comprises:

creating, at the client device, a plurality of media cache streams, each media cache stream being associated with a unique bit rate; receiving a first video portion of the streaming media file encoded at a first bit rate;

storing the first video portion in a media cache video stream associated with the first bit rate;

receiving a second video portion of the streaming media file encoded at a second bit rate;

storing the second video portion in a media cache video stream associated with the second bit rate;

receiving a third video portion of the streaming media file encoded at a first bit rate, the a third video portion being temporally non-contiguous from the first video portion;

storing the third video portion in the media cache video stream associated with the first bit rate;

receiving a first audio portion of the streaming media file;

storing the first audio portion in a media cache audio stream; and

storing the audio and video media cache streams in the cache file.

22 and 23. (Canceled)

24. (Previously Presented) A computer-readable storage medium as defined in claim 21, wherein the act of storing comprises:

storing each of the temporally non-contiguous portions in a unique media cache segment;

forming at least two byte cache segments from each media cache segment; and

storing the byte cache segments in the cache file.

25. (Previously Presented) A computer-readable storage medium as defined in claim 21, wherein the act of storing comprises:

storing each of the temporally non-contiguous portions in at least two byte cache segments; and

storing the byte cache segments in the cache file.

26-35. (Cancelled).

36. (Previously Presented) A system comprising:

a client device comprising a processor and a memory, the memory storing code comprising:

code for receiving a plurality of temporally non-contiguous portions of a streaming media file for presentation to a user, wherein temporally non-contiguous portions consist of portions of a received streaming media file that are not adjacent to one another in terms of temporal presentation of content of the non-contiguous portions during playback, and at least two of the plurality of temporally non-contiguous portions of the streaming media file are encoded at a

different bit rate, wherein the first and second non-contiguous portions comprise video data and wherein a third non-contiguous portion comprises audio data; and code for associating and storing the plurality of temporally non-contiguous portions of the streaming media file in a data structure of a single cache file, wherein the act of storing comprises:

- creating a plurality of media cache streams, each media cache stream being associated with a unique bit rate;
- storing the first non-contiguous portion in a media cache stream associated with the bit rate of the first non-contiguous portion;
- storing the second non-contiguous portion in a media cache stream associated with the bit rate of the second non-contiguous portion; and
- storing the media cache streams in the cache file at the client device.

37. (Previously Presented) A method comprising:

receiving, at a client device for presentation to a user, a plurality of first portions of a streaming media file from a remote server device via a network connection, wherein the plurality of the first portions of the streaming media file is encoded at a first bit rate and is selected for transmitting to the client device based on a currently available bandwidth of the network connection between the client device and the remote server device;

storing the plurality of the first portions of the received streaming media file on the client device, wherein the storing comprises:

 creating, at the client device, a first media cache stream being associated with the first bit rate; and

 storing the plurality of the first portions of the received streaming media file in the first media cache stream associated with the first bit rate of the first portion;

detecting, at the client device, that a change in the bandwidth occurs in the network connection between the client device and the remote server device;

receiving, based on the changed bandwidth of the network connection, a plurality of second portions of the streaming media file from the remote server device via the network connection, wherein the plurality of the second portions of the streaming media file is encoded at a second bit rate different from the first bit rate and is selected for transmitting to the client device based on the changed bandwidth of the network connection between the client device and the remote server device;

storing the plurality of the second portions of the received streaming media file on the client device, wherein the act of storing comprises:

 creating, at the client device, a second media cache stream being associated with the second bit rate; and

storing the plurality of the second portions of the received streaming media file in the second media cache stream associated with the second bit rate of the second portion; and

storing the first media cache stream and the second media cache stream in a single cache file at the client device, wherein the single cache file comprises data identifying the first media cache stream and the second media cache stream in the single cache file.